

**AMENDED CLAIMS**

[received by the International Bureau on 07 September 2005 (07.09.05);  
original claim 1 replaced by amended claim 1; remaining claims unchanged (3 pages)]

1. An interactive ball game adapted to utilise software associated with an existing computerised ball game, wherein a ball projected by a player provides input to the interactive game which would otherwise be provided by a joystick or the like, which interactive game includes a screen upon which the game is displayed, and which acts as a target, and means for preventing the ball from hitting the screen, and also includes a ball sensing apparatus which detects the motion of a ball as it passes through it, said sensing apparatus having associated software which determines the trajectory of the ball and its level of success in the game with respect to the target.
2. An interactive ball game as claimed in claim 1 wherein the screen display is static.
3. An interactive ball game as claimed in claim 1 wherein the screen display is an interactive video display in response to characteristics of a particular game.
4. An interactive ball game as claimed in any one of claims 1 to 3 in which the means for preventing the ball hitting the screen is a mesh or net in front of the screen through which the screen is visible.
5. An interactive ball game as claimed in claim 4 in which the net is translucent.
6. An interactive ball game as claimed in claim 4 or claim 5 wherein the net has a lower edge, adjacent a lower edge of the screen, to which an elongate member is attached by elastic members to a surface below the screen.

7. An interactive ball game as claimed in claim 6 wherein the lower edge of the net is connected to a ramping component between it and the surface.
8. An interactive game as claimed in any one of claims 1 to 7 wherein the game is enclosed in a housing.
9. An interactive game as claimed in claim 8 wherein the housing is a framework covered in see through mesh material.
10. An interactive ball game as claimed in any one of claims 1 to 9 wherein the ball sensing apparatus includes at least one array of sensor means in front of the net and separated from it by a predetermined distance.
11. An interactive ball game as claimed in claim 10 wherein the ball sensing apparatus includes more than one array of sensor means in front of the net, these being separated from one and other by predetermined distances.
12. An interactive ball game as claimed in claim 10 or claim 11 wherein each array of sensor means includes a rectangular frame having sensors arranged on an inner surface of the frame.
13. An interactive ball game as claimed in any one of claims 1 to 12 in which the sensors are infra-red transmitters and receivers.
14. An interactive ball game as claimed in any one of claims 1 to 13 wherein the passage of a ball is sensed in more than one plane.

15. An interactive ball game as claimed in any one of claims 1 to 14 wherein an alarm means is provided to ensure that the ball does not leave the housing without a player obtaining authorised access to it.
16. An interactive ball game as claimed in any one of claims 1 to 15 wherein the game content and graphics can be taken from existing electronic games by having the interactive game using the same characteristics as a joy stick in a corresponding electronic game.
17. An interactive ball game substantially as herein described with reference to the accompanying drawings.